

## Claims:

Sub. B1 } 1. A multiplayer electronic game for use with a processing  
2 apparatus having a graphical display and input means for receiving  
3 input from at least two players simultaneously, said game  
4 comprising:  
5 a) player location means for associating a game location with  
6 each player such that as each player moves through said game, each  
7 player's game location is updated; and  
8 b) split screen means for dividing the graphical display into  
9 separate portions of each player, said split screen means being  
10 responsive to said player location means such that when two  
11 players' game locations are within a preset range, the separate  
12 portions of the graphical display for the two players are merged  
13 into a single portion of the graphical display, and when the two  
14 players' game locations are outside the preset range, the  
15 graphical display for the two players is split into separate  
16 portions.

1 2. A game according to claim 1, further comprising:  
2 c) joint action means for requiring said at least two players to  
3 act jointly with each other at certain points in said game.

2 d) individual action means for requiring said at least two  
3 players to act individually at certain points in said game.

2        said joint action means requires said at least two players to  
3    act jointly in separate locations while said split screen means  
4    divides the display into separate portion for each player.

2        said joint action means requires said at least two players to  
3    act jointly in the same location while said split screen means  
4    merges the display into a single portion.

2 no player can complete the game without all players also  
3 completing the game.

Sub. B2-1 7. An electronic game for use with a processing apparatus having  
2 a graphical display and input means for receiving input from two  
3 players simultaneously, said game comprising:

4 a) split screen means for dividing the graphical display into  
5 separate portions for each player and for merging the separate  
6 portions into a single graphical display shared by both players;  
7 and

8 b) game logic which requires each player to act individually and  
9 jointly with the other player at different points in said game,  
10 wherein

11 said split screen means is responsive to said game logic such  
12 that the graphical screen is split into separate portions when the  
13 players are acting individually and the separate portions are  
14 merged into a single portion when the players are acting jointly.

1 8. A game according to claim 7, wherein:

2 said game logic requires the players to act jointly in  
3 different ways at different points in said game.

1 9. A game according to claim 7, wherein:

2 no player can complete the game without all players also  
3 completing the game.

Sw. B3 10. An electronic game for use with a processing apparatus having  
2 a graphical display and input means for receiving input from two  
3 players simultaneously, said game comprising:  
4 a) character generator means for generating a separate character  
5 or pointer for each player;  
6 b) split screen means for dividing the graphical display into  
7 separate portions for each player and for merging the separate  
8 portions into a single graphical display shared by both players;  
9 and  
10 c) game logic which provides opportunities for each player to  
11 act individually and jointly with the other player at different  
12 points in said game, wherein  
13 said split screen means is responsive to said game logic such  
14 that the graphical screen is split into separate portions when the  
15 players are acting individually and the separate portions are  
16 merged into a single portion when the players are acting jointly,  
17 said separate characters or pointers being separately controllable  
18 when the players are acting jointly and when the players are  
19 acting individually.

1 11. A game according to claim 10, wherein:

2 said game logic requires the players to act jointly in  
3 different ways at different points in said game.

1 12. A game according to claim 10, wherein:

2 no player can complete the game without all players also  
3 completing the game.

1 13. An electronic game for use with a processing apparatus having  
2 a graphical display and input means for receiving input from two  
3 players simultaneously, said game comprising:

4 a) individual action means for requiring the two players to act  
5 individually at certain points in said game; and

6 b) joint action means for requiring the two players to act  
7 jointly with each other at certain other points in said game,  
8 wherein

9 joint action required by said joint action means includes a  
10 plurality of different kinds of joint actions.

1 14. A game according to claim 13, further comprising:

2 c) split screen means for dividing the graphical display into  
3 separate portion for each player at some points in said game and  
4 for merging the display into a single portion for both players at  
5 other points in said game.

1 15. A game according to claim 14, wherein:

2 said joint action means requires the two players to act  
3 jointly in separate locations while said split screen means  
4 divides the display into a separate portion for each player.

1 16. A game according to claim 14, wherein:  
 2 said joint action means requires said at least two players to  
 3 act jointly in the same location while said split screen means  
 4 merges the display into a single portion.

1 17. A game according to claim 13, wherein:  
 2 neither player can complete the game without the other player  
 3 also completing the game.

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1 18. An electronic game for use with a processing apparatus having  
2 a graphical display and input means for receiving input from two  
3 players simultaneously, said game comprising:

4 a) individual action means for requiring the two players to act  
5 individually at certain points in said game; and

6 b) cooperative action means for requiring the two players to act  
7 cooperatively with each other at certain other points in said  
8 game, wherein

9 cooperative action required by said cooperative action means  
10 includes at least one cooperative action selected from the group  
11 consisting of both players operating on the same object at the  
12 same time, each player operating on a different object at the same  
13 time, one player operating on a first object before the other  
14 player operates on said first object, one player accomplishing one  
15 task while the other player accomplishes another task, one player  
16 accomplishing a first task before the other player accomplishes a  
17 second task.

1 19. A game according to claim 18, wherein:

2 cooperative action required by said cooperative action means  
3 includes at least one cooperative action selected from the group  
4 consisting of holding a door for a player, handing a tool to a  
5 player, giving an item to a player, helping a player lift an  
6 object.

1 20. An electronic game for use with a processing apparatus having  
2 a graphical display and input means for receiving input from two  
3 players simultaneously, said game comprising:

4 a) individual action means for requiring the two players to act  
5 individually at certain points in said game; and

6 b) cooperative action means for requiring the two players to act  
7 cooperatively with each other at certain other points in said  
8 game, wherein

9 neither player can complete the game without the other player  
10 also completing the game.

1 21. A game according to claim 20, wherein:

2 joint action required by said joint action means includes a  
3 plurality of different kinds of joint actions.